

INTRODUCTION TO OBJECT-ORIENTED ANALYSIS AND DESIGN USING UML

TWO DAYS

Description

This course is designed to assist software professionals to make the transition to object-oriented software development. Through discussions and hands-on assignments, participants gain experience with various UML modeling techniques. An object-oriented software development process is also explored to expose the student to the real-world issues.

Objectives

At the completion of this course, the student will be able to:

- Understand what objects are and how do they interact to build a functional software
- Describe the underpinnings of object-oriented technologies
- Contrast object-oriented development to procedural techniques
- Define and use object-oriented concepts such as abstraction, encapsulation, polymorphism, and inheritance
- Describe the various milestones in a object-oriented software development project
- Compare the various object-oriented methodologies
- Identify tools and languages used to build object-oriented systems
- Recognize that bad object-oriented designs are equally possible and know what makes an object-oriented design good
- Use UML and know the nine UML models that lets designers gain a better understanding of their software requirements

Audience

This course is designed for all software development professionals.

Prerequisites

The student should have some experience with the software development life cycle, however no programming experience is required.